LAPORAN RESMI

PRAKTIKUM PEMROGRAMAN BERORIENTASI OBJEK

ADVANCE CLASS DIAGRAM 1

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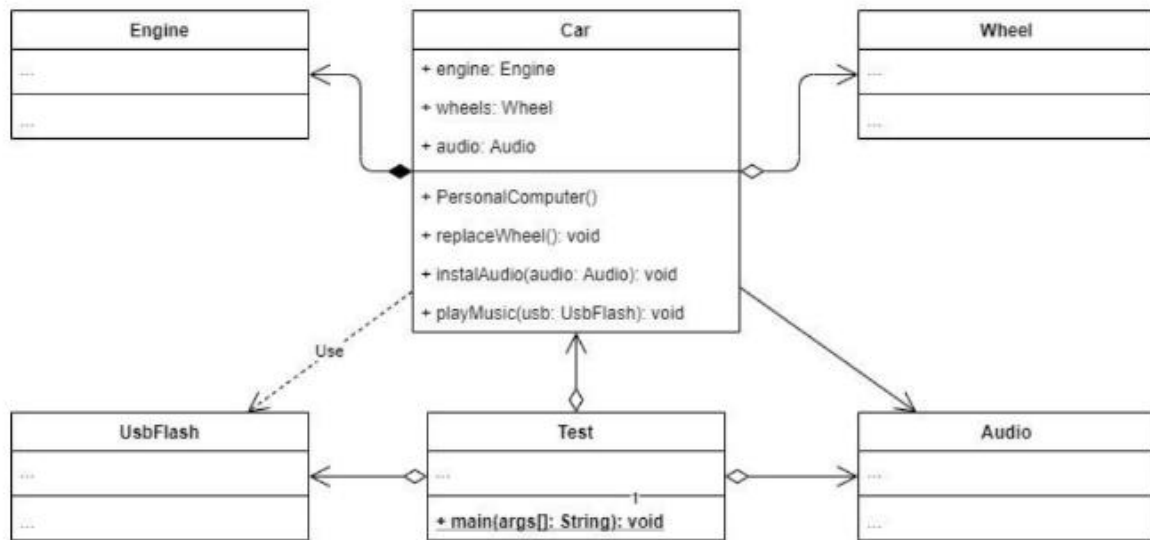
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D4 TEKNIK INFORMATIKA – B

PROGRAM STUDI TEKNIK INFORMATIKA

POLITEKNIK ELEKTRONIKA NEGERI SURABAYA

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LATIHAN

Implementasikan class diagram berikut dalam kode program!


```
public class Engine{
}
```

```
public class Wheel{
}
```

```
public class UsbFlash{
}
```

```
public class Audio{
}
```

```
public class Car{
        public Engine engine;
        public Wheel wheel;
        public Audio audio;

        public Car(){
                this.engine = new Engine();
        }

        public void replaceWheel(){
                this.wheel = new Wheel();
        }

        public void instalAudio(Audio audio){
```

```
                    this.audio = Audio();
            }

            public void playMusic(usbFlash usb){
            }
}
```

TUGAS

Mengamati kode program dan membuat class diagram

```
public class Avatar {
}
public class Skill {
}
public class Quest {
}
public class Weapon {
}

public class Player {
        public Avatar avatar;
        public Skill skill;
        public Quest quest;

        public Player(){
                this.avatar = new Avatar();
        }

        public void learnSkill(){
                this.skill = new Skill();
        }

        public void takeQuest(Quest quest){
                this.quest = quest;
        }

        public void attack(Weapon weapon){
                //attack with weapon;
        }
}
```
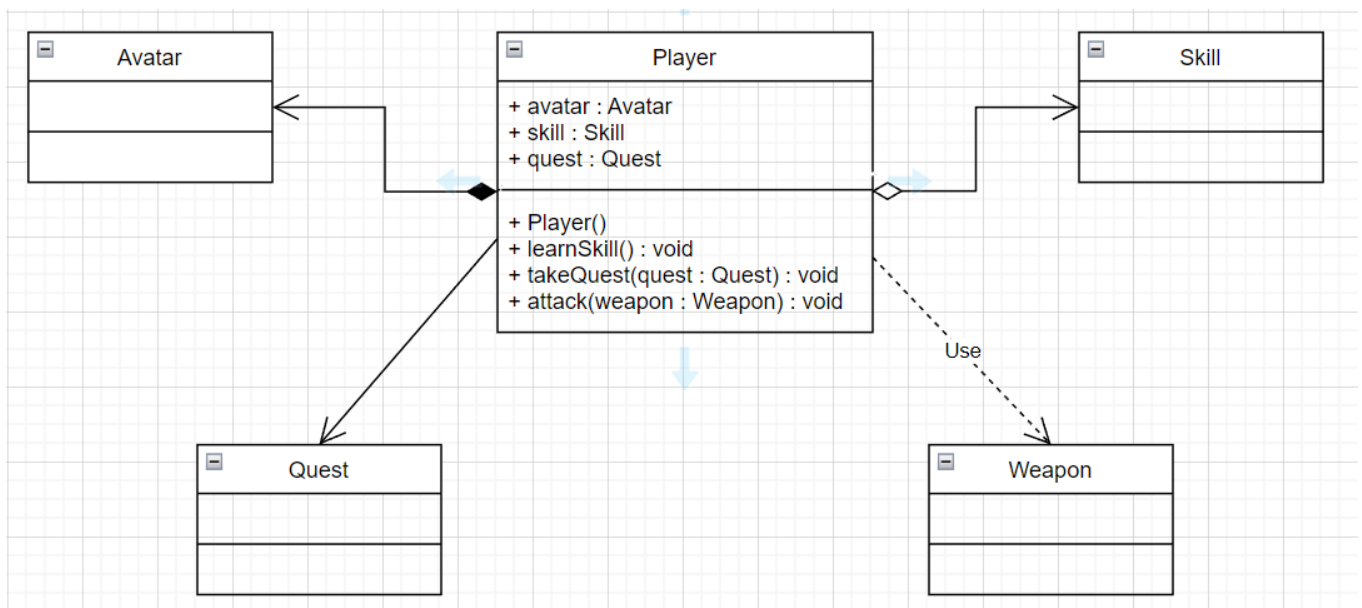
Relasi dari UML class diagram diatas :

1. Player kepada Avatar berelasi sebagai composition
2. Player kepada Skill berelasi sebagai aggregation
3. Player kepada Quest berelasi sebagai association
4. Player kepada Weapon berelasi sebagai dependency